

Reliquary

The collector is out, a thief picks through the treasure looking for loot. Every Relic wants to be taken, but thief can carry only one.

Each player portrays a relic, seducing the thief to steal them via subliminal spiritual connection.

20 tokens per player, Standard deck of cards

Set Up

All players draw cards blind

Each reveals card to other players

Turn

Randomly determine Active Player

Active Player draws new card (Bounty)

Reveals Bounty to other players

Describes event from their relic's past

Moving clockwise from Active Player, inactive players add something...

...positive to event (forward a token)

...negative to story (forfeit access to Bounty)

Continue around group

If 2+ players contributed tokens in this cycle, renew cycle. Players continue adding positives (with token) or forfeit

If 1 player remains, Active Player takes offered tokens in exchange for Bounty. Remaining offered tokens and distributes them evenly among inactive players

If no-one offered something positive, Active Player keeps Bounty

Turn over once all players have been Active

End

Once 3 turns have ended, openly reveal cards. Thief takes relic with highest card, if a relic holds matching pair, these take priority (three of a kind are even more highly sought).